

ABSTRACT

A method for efficiently transmitting several multimedia streams to one or more multimedia receivers is disclosed comprising: defining a minimum acceptable time for rendering a multimedia stream to a user when the user
5 selects a particular stream; defining a packet size for packets containing data for each multimedia stream, the packet size defined based on one or more performance characteristics of mass storage devices on the one or more multimedia receivers; concurrently transmitting the packets for each multimedia stream to the one or more multimedia receivers; continually storing the
10 multimedia streams on the mass storage devices; and playing back the multimedia content from the mass storage devices responsive to a user tuning to a particular multimedia stream when a delay greater than the minimum acceptable time would otherwise result waiting for a next packet containing data for the particular multimedia stream to arrive.